UNAPPROVED
Minutes of the Commission Meeting
Room 412, Capitol Building
April 7, 2016

Chairman Turbiville called the April 7, 2016 meeting of the South Dakota Lottery Commission to order at 10:00 a.m.

MEMBERS PRESENT: Chuck Turbiville, Jim Putnam, Bob Hartford, and Roger Novotny. Brent Dykstra and Doyle Estes were present by teleconference.

SUPPORT STAFF PRESENT: Norm Lingle, Clark Hepper, John Keyes, Joe Willingham, Sherry Lauseng, Kelly Thompson, Andrew Fergel, Jennifer Baker, and Robyn Seibel.

APPROVAL OF THE AGENDA
Commissioner Putnam moved that the agenda be approved. Commissioner Hartford seconded. Roll was called: Aye – Dykstra, Estes, Hartford, Novotny, Putnam, and Turbiville. Motion carried.

APPROVAL OF THE MINUTES FROM JANUARY 7, 2016, MEETING
Commissioner Hartford moved that the minutes be approved. Commissioner Putnam seconded. Roll was called: Aye – Dykstra, Estes, Hartford, Novotny, Putnam, and Turbiville. Motion carried.

EXECUTIVE DIRECTOR'S COMMENTS
Executive Director Norm Lingle reported on the following:

Lingle briefed commissioners on adding an EZ Match option to the Dakota Cash game. Dakota Cash has not changed since it launched in 1993 and needs to be refreshed. EZ Match is an instant win add on. For an extra dollar, additional numbers will be printed on the Dakota Cash ticket, and if they match the Dakota Cash numbers you win the prize amount indicated on the ticket. The next steps will be to work with International Game Technology (IGT) regarding software changes, then have a rules hearing at the next Commission meeting to approve the EZ Match add on.

Lingle gave an update on the new Sioux Falls office located by the Western Mall. Sioux Falls staff moved into the new location on Friday, March 18 and successfully opened back up for business Monday, March 21.

Commissioner Novotny wondered if test marketing was done on EZ Match. Lingle responded that IGT has a number of states that have added EZ Match successfully. Other states saw around a 20% increase in sales by adding the EZ Match option to their games.

2016 LEGISLATIVE REPORT
Executive Director Norm Lingle reported on the following:

Lingle briefed commissioners on bills Lottery staff followed during this year's legislative session.

HB1048's purpose was to revise certain provisions regarding the authority of the South Dakota Lottery Commission to regulate video lottery. It was assigned to the House Committee on Commerce and Energy and was deferred to the 41st day. Secretary Gerlach, Chair Turbiville, Commissioners Putnam and Hartford, Bob Riter (Music and Vending Association of South Dakota) and Sherri LeFluer (establishment owner/operator out of North Sioux City) spoke on behalf of the bill.

Opponents of the bill were the Family Heritage Alliance and Concerned Women of America. Lottery held pre-session meetings with legislators to discuss the bill. In making the motion to defer the bill to the 41st day, Representative Schoenbeck talked about the challenges video lottery is encountering and stated that Commissioners were doing an amazing job of working within the existing parameters. Reasons for not supporting the bill included: social costs, not in support of video lottery, ceding power from legislature, and a misunderstanding of the rules process. Lingle said it was disheartening, but Lottery staff will be looking at existing laws and rules to find ways to continue maximizing revenues.

Commissioner Putnam felt that the Lottery shouldn't give up and should continue to educate the Legislature on the agency's business plan.

HB1130's purpose was to dedicate revenue from video lottery for the purpose of supplementing teachers' salaries, to establish a teacher salary enhancement fund, to transfer certain monies to that fund, and to make an appropriation therefore. This bill would have created a revenue stream to enhance salaries for all certified instructional teachers in South Dakota. This was Representative Russell's bill and was assigned to Joint Appropriations, where it was tabled.

SB73's purpose was to clarify certain provisions regarding open meetings. This bill clarified that a quorum of committee members cannot discuss business by email or texting.

SB90's purpose was to ensure that members of the public are able to access and record public meetings. A commission cannot prevent a person from recording a public meeting as long as it is not disruptive.

HB1066's purpose was to revise certain provisions regarding the public notice for a meeting of a public body. Any state board/commission must post the agenda for at least two continuous days at their place of business and on their website. Lottery must have 48 t hours of continuous notice – weekends, the date of the post, and the meeting date don't count. The Lottery is already meeting those requirements.

SB104's purpose was to set the time period for when an agency may promulgate rules. No rule may be filed with the Secretary of State's (SOS) office until it has been reviewed by the Rules Review Committee and no rule may be filed with the SOS's office if more than 60 days have passed since the Rules Review Committee approved the rule.

HB1214's purpose was to regulate conflicts of interest for authority, board, or commission members. This provision is already being met due to 42-7A-27, which says commission members and Lottery employees cannot contract with the Lottery.

Lingle announced that Chair Turbiville was re-appointed and his confirmation sailed through the Senate with ease.

INFORMATION TECHNOLOGY SECURITY – STATE NETWORK
BIT Chief Security Officer Jim Edman reported on the following:

Bureau of Information and Telecommunications (BIT) chief security officer Jim Edman discussed the work BIT does and the departments in state government they work with. Cyber security has many components that go into protecting information. Incidents in the news on cyber security include a group that took down three European power plants. Hackers accessed the data system and shut them down for six hours in mid-December, until they were able to finally bring them back up manually. In another example, the Bank of Bangladesh had a computer compromised within their bank. Hackers were able to watch and learn how the bank processes worked, the passwords, etc. In mid-February, they launched a series of fund transfers from the Bank of Bangladesh in New York to casinos in the Philippines. Nearly one billion dollars in funds were lined up to be stolen, but after approximately $81 million was transferred to Fandation, an employee saw this and the Bank of Bangladesh realized they were being robbed.

Primary concerns for cyber security are the human element and the technology. BIT spends a considerable amount of time making sure state workers understand their part in keeping the State Network safe. BIT has to balance customer service with technology security and requires state employees to take an online security class every year. Some years it's the entire class, and some it's a refresher course. Every state employee must keep up on their security training. On the

technology side of things, BIT has considerable amounts of technology across state government, and keeping it current and patched is important and goes a long way toward protecting the State Network.

Training in state government has been very successful, and almost 100% of employees have kept up on the training.

TRENDS

Edman noted spear phishing is more malicious than spam. It uses a targeted message to a specific group or person in hopes of getting people to open that message or attachment. If you don't know where the message is coming from, it could be a spear phishing attack. Use caution when communicating with folks from the outside. Whaling is spearfishing with bigger targets, so individuals with high profiles should be extra cautious.

Network attacks are tracked daily so BIT knows who is attacking state government, and overall network attacks are decreasing because attacks are not successful.

Application attacks are increasing. These are attacks on programs that do licensing online, such as Game Fish and Parks. Hackers use probing applications to find holes and gain information. This is a world-wide issue, and South Dakota isn't immune to it.

Ransomware is increasing. This is nothing more than the machine getting infected and hackers taking all your files, encrypting them, and then offering to fix it for a large sum of money. Hospitals have been attacked and patient management systems are a target for hackers. The easy solution to a ransomware attack is to back up your machine.

BIT is working to keep the network safe. There are lots of components that go into protecting digital assets.

Commissioner Novotny was concerned about third party risks and wondered if vendors needed to follow proper protocol as well. Edman responded that dealing with third party vendors is challenging because they don't always value cyber-security. It can be challenging to convince third parties that BIT's priority is to protect what they have, and the steps BIT takes to protect them will only make their business better. Assessments are done on a regular basis by outside companies to make sure there are no holes. The private sector usually assesses on a yearly basis.

Commissioner Novotny wondered if Lottery could get specific language from BIT to give to third party vendors on what they need to do to protect the Lottery.

Lingle stated that Lottery loops BIT in when third party vendor requests for proposals (RFPs) are done. BIT reviews the RFP and makes sure the Lottery is protected. BIT is involved until the end of the process. Edman added that addressing expectations up front in the RFP is important in ensuring the third party is secure.

Commissioner Putnam stated that cyber-security is difficult since everyone is doing business online and wondered if hackers get caught and punished. Edman replied that finding the "bad guy" is like finding a needle in a haystack. Cyber-attackers are adept at hiding their trail - it's a world-wide problem, and some countries are less organized and not as civilized with regulations, but still have access to the internet. BIT plays defense to ensure security – 99.9% of BIT's effort is spent on defense – and on occasion they can find the hackers, but not very often.

CITY OF SIOUX FALLS

City of Sioux Falls Attorney Keith Allenstein, Amy Palmer with Alcoholic Beverage Licensing, and Dean Karsky with the Sioux Falls City Council, addressed the Commission on the following:

City of Sioux Falls Attorney Keith Allenstein briefed Commissioners on the smoking ban issue with casinos. In August 2013 complaints were coming in from business owners who noticed other businesses were allowing customers to smoke while playing video lottery. These businesses felt they were losing customers to casinos with smoke shacks. Operating under SDCL 34-46-19, some casinos were running smoke shacks and video lottery machines in the same room, but

smoke shacks cannot allow consumption of alcohol under this exception and establishments must have an alcohol license to have video lottery machines. In December of 2014 a check was done on ten to fifteen casinos around Sioux Falls to see if they were in compliance. A couple of casino owners (Kirby Muilenburg and Bryant Soberg) were not in compliance. In December of 2015 the Department of Revenue and Lottery took the position that video lottery machines must be in an area where alcohol is dispensed and consumed, so Muilenburg agreed to shut down the smoke shops and turn them back into bars. Law enforcement officers went to Crown Casino One on January 18, 2016, and found smoke shack signs were up and people were smoking inside. Action couldn't be taken because the officer was undercover and when uniformed officers arrived, the patrons were no longer smoking. That same day, a Black Diamond Casino patron was issued a citation for smoking and playing video lottery and an undercover officer in the Black Diamond Casino was told he couldn't have alcohol in the smoke shack where the video lottery machines were located. A few weeks later Sioux Falls police officers went to Crown Casinos, found smoke shack signs up and another citation was issued to a patron. On March 7, 2016, smoke shack signs were covered at Crown Casinos on West 41st, but three people inside were issued citations for smoking and playing video lottery; all but one citation have been paid. Until December 2015, the City of Sioux Falls was unsure of the rules, but since then officers have gone out looking, and many of Muilenburg and Soberg's casinos are still allowing smoking.

Commissioner Estes wondered if a paid citation meant a guilty plea. Allenstein responded in the affirmative. Estes then asked if it would be helpful if a violation could result in termination or suspension of a video lottery license. Allenstein responded that it would be helpful, because right now only patron offenders can be prosecuted and that has little effect on the establishment itself.

Chair Turbiville asked if the establishment can be held liable if a citation is issued to an individual who has been told by the operator that they cannot smoke. Allenstein stated that the establishment would be in compliance, but if a new law is issued, it would depend on the law. Commissioner Estes inquired if the establishment is obligated to kick patrons out for breaking the rule.

Allenstein pointed out that ashtrays and signs that say "smoke shack" are up in these establishments. Officers also found that alcohol isn't allowed in the smoking area, and since an alcohol license is needed to have a video lottery license, these establishments are in violation.

Commissioner Hartford asked if the city could enforce the smoking ban by suspending the beer licenses of establishments breaking the smoking laws. Dean Karsky, City Council, mentioned that a letter was sent out in October of 2015 to every video lottery operator stating that if casinos were permitting smoking, it would be considered upon license renewal and it has had no effect.

Chair Turbiville asked Lottery's chief legal counsel Andy Fergel to give his thoughts on smoking within the video lottery areas. Fergal stated that the Lottery met with the City of Sioux Falls and informed them that smoke shops and video lottery machine placement cannot co-exist. Smoke shops cannot serve alcohol, and according to Lottery rules, video lottery machines cannot be placed where alcohol cannot be consumed.

Karsky mentioned that other communities are dealing with the same issues so decisions made will affect other communities as well.

Commissioner Dykstra felt Lottery should get recommendations from the cities and law enforcement and work together to come up with a resolution.

Chair Turbiville thought the letter sent out by the City of Sioux Falls was a step in the right direction and Lottery should consider notifying all establishments to let them know that the Lottery is taking this seriously.

Commissioner Novotny felt that since the rules are known, the Lottery could send out a letter and at the next meeting some rules to level the playing field between operators should be discussed.

Commissioner Novotny moved to have Lottery staff prepare a letter to inform establishments and municipalities of the Lottery's intention to take action against non-compliance having to do with the smoking ban. Commissioner Hartford seconded. Roll was called: Aye – Dykstra, Estes, Hartford, Novotny, Putnam, and Turbiville. Motion carried.

VIDEO LOTTERY SECURITY REQUEST FOR PROPOSAL (RFP)
Assistant Deputy Director Clark Hepper reported on the following:

Hepper briefed commissioners on the video lottery security request for proposal (RFP) and where the Lottery is at in the process. The concept of the RFP was brought on by several events that occurred within the last year. In April/June 2015 Lottery officials met with the Rapid City and Sioux Falls Police Departments to discuss security of video lottery establishments. Lottery requested Lawrence & Schiller (L&S) do a comprehensive study of the Lottery – part of the study was to break down the product lines in the Lottery; the study found 54% of respondents had a negative opinion of South Dakota's video lottery industry. Lottery would like players to have a positive experience and security is a part of that. Having an on-going review of security protocols and facilities is important to ensure cutting edge security measures. At the January 7 Commission meeting, Lottery staff was given the directive to put an RFP together to look at security measures.

The RFP is to examine, evaluate, and assess areas of security vulnerability for video lottery establishments and Lottery facilities, review establishments and Lottery partners to determine what security measures are needed, and also look at the Lottery's offices, validation centers, shipping, and warehouses to search for vulnerabilities.

This RFP will look at the establishment premises from the interior and exterior, as well as the processes and procedures in place at establishments, like employee training and interaction with local law enforcement.

The RFP will also identify other security aspects where Lottery may be exposed to threats, such as how products are received, stored, and transferred by the Lottery and its partners.

Once the overall review has been done, best practices recommendations will be given from both a Lottery and an establishment standpoint to gain tools to do regular assessments and mitigate risks that may exist.

The contract terms will be from July 1, 2016 to June 30, 2017 and a report will be given at the December 2016 meeting.

Commissioner Hartford asked how the RFP was distributed. Hepper said Lottery followed State Office of Procurement provisions for RFPs.

Commissioner Novotny wondered if other states had done these types of reviews. Hepper was not aware of other states putting out such an RFP, but said security is an ongoing process in most lotteries. Lingle would like to issue the RFP and work with BIT to get this nailed down.

VIDEO LOTTERY PERFORMANCE REVIEW
Business Analyst John Keyes reported on the following:

TOTAL FISCAL YEAR (FY) NET MACHINE INCOME (NMI) THROUGH MARCH 31, 2016 was 4.58% ahead of last year and on pace for $208.25 million for FY16, which is over $9 million more than last year.

IN A THREE YEAR MONTHLY COMPARISON OF NMI, video lottery is up 6.51% over last year but without February 29th providing an extra day of revenue it would have only been up 3.3%, and without February's extra day, the last three months would have been similar to the first six months of the fiscal year. March was the strongest revenue producer for video lottery and also showed good gains at 5.22% in year over year growth.

NMI PER TERMINAL PER DAY BY TERMINAL TYPE – FY15 & FY16

To get a true comparison of line and legacy machines, you need to look at NMI/Day/Terminal. For the 12 months ending in March, line terminals averaged $90.48 in NMI per day per terminal, while legacy averaged $52.06. Line terminals have leveled off at the $90 level, but still average $38 (74%) more than the legacy machines.

TERMINAL LICENSES
Operators are charged a $100 annual fee per terminal, with a minimum of a $1,000 fee per operator. The fee is based on the fiscal year calendar and over the past two years these license fees have amounted to a little over $1.1 million.

NUMBER OF NEW TERMINAL LICENSES AND DESTROYED TERMINALS
A majority of destructions occur in May and June to avoid the fee for the following fiscal year. There are also usually fewer new terminals at the end of the fiscal year, and more in the beginning of the fiscal year.

YEAR OVER YEAR PERCENT CHANGE IN NMI – FY16 VERSUS FY15 - COUNTIES
There were 43 counties with an increase in NMI and 17 counties with a decrease in NMI year over year. To see whether a county was over performing or underperforming, the 4.58% statewide NMI increase was used. Thirty counties were over performing with more than a 4.58% increase in NMI and 30 counties were underperforming with less than a 4.58% increase in NMI for FY16. A lot of the increases and decreases cannot be explained but counties with less population fluctuate more.

YEAR OVER YEAR PERCENT CHANGE IN NMI – FY16 VERSUS FY15 – CITIES
Of the 15 cities that have generated the most NMI, North Sioux City, Yankton, and Mitchell all show a decrease in NMI when compared to FY15. The other 12 cities have shown an increase in NMI over the previous year. Seven of the cities have underperformed while eight cities have exceeded the 4.58%.

TOP VIDEO LOTTERY MARKETS
Sioux Falls had over $40 million in NMI - that accounts for over 25% of NMI, and is up almost 6.5% over FY2015. The other fourteen cities combined are only up 2.6% from FY15, which means Sioux Falls is pulling a lot of weight.
All other towns not in the top 15 cities combined equal 26% of NMI and are up 6.4%, which is almost the same as Sioux Falls alone.

Commissioner Novotny asked if per machine per capita might be another way of looking at this slide since population distorts the numbers. Keyes replied that could be considered.

COMPLIANCE TESTING AND CONSULTING SERVICES REQUEST FOR PROPOSAL (RFP)
Director of Video Lottery and Security Robyn Seibel reported on the following:

Seibel reported the GLI contract for compliance services ends in July 2016. The current contract started in July 2010 and went through July 2012 with extension options for four additional one year periods. The new contract will start in July 2016 and go through July 2020 with three additional extension options to equal a total contract term of seven years. GLI & BMM proposals were received in March. Proposals are due April 15, 2016. Further information will be provided at the June meeting.

VIDEO LOTTERY REPORT
Director of Video Lottery and Security Robyn Seibel reported on the following:

Seibel reported Net Machine Income (NMI) for FY2016 as of March 31, 2016 was $155.63 million versus $148.82 million in FY2015, 4.58% ahead of the previous year.

Looking at terminals, there are currently 8,924 terminals which is down .23% from FY2015's 8,945 terminals.

The number of establishments was 1,346, which is down 2.46% from 1,380 the previous year.

The revenue projections through the end of March show $103.08 million and in FY2015 it was $98.29 million.

PUBLIC RELATIONS/ADVERTISING REPORT

Director of Advertising and Public Relations Kelly Thompson reported on the following:

Big Winners Claimed *(since 1/7/16)*

LOTTO GAMES
A Dakota Cash jackpot-winning ticket was sold in Yankton for the April 6 drawing; no winner had claimed the jackpot as of this meeting.

There were seven non-jackpot high winners since the last Commission meeting on Jan. 7, 2016. Powerball had three $50,000 winners in Custer, Rapid City, and Sioux Falls. Wild Card 2 had two $6,000 winners in Dell Rapids and Sioux Falls. Hot Lotto had two $3,000 winners in Sioux Falls and Spearfish.

INSTANT GAMES
There were 16 top prize winners of $5,000 of more on 14 different games since the Jan. 7, 2016 Commission meeting. The biggest winner was Russell Lenning of Huron, who won $133,333.33 on a $100,000 No Tax ticket.

Branding Campaign
The Lottery officially launched the new brand on Feb. 16. Prior to the official launch date, teasers featuring the new logo appeared on Facebook, Twitter, and digital billboards in Rapid City and Sioux Falls. The week of the launch, all front line items featured the "Good Fun" brand and logo – office signage, lotto ticket headers, ESMM's, letterhead, business cards, forms, the website, and social media accounts – all coordinated ahead of the launch date. Radio ads and promoted posts on social media began the week of Feb. 15 and television ads launched April 1. Lottery staff is steadily updating other logo branded materials in stages, with van wraps, premium items, check printers, jackpot signs, and terminal decals being updated currently.

There was some negative reaction to the brand initially, which was expected. Any time you speak with a new voice and a new face, there's a period of adjustment, but acceptance will come as people get used to it.

Problem Gambling Awareness Month
The Lottery participated in the National Council on Problem Gambling's (NCPG) observance of March as Problem Gambling Awareness Month with 30-second radio ads, information about NCPG and Problem Gambling Awareness Month on Lottery's website, and in a Players Club message. This year Lottery also used promoted posts on Facebook and Twitter in addition to the organic posts the Lottery normally runs. The promoted posts had 1,103 total impressions on Twitter, reached 126,500 people on Facebook, garnered 1,205 post clicks to problem gambling help information on our website and received 1,558 reactions, comments or shares. Reaction to the posts was mixed (positive and negative), but it was the most successful campaign ever in terms of reach. As part of the Lottery's initiative to develop a more comprehensive responsible gambling campaign, a generic responsible gambling radio ad that can be used throughout the year was also recorded.

Second Chance Promotions
The Caesars scratch ticket grand prize drawing was Jan. 15 and had 9,341 entries. Dawn Larson of Rapid City and Randy Deuhr of Sioux Falls each won a trip for two to Vegas with VIP accommodations at Caesars Palace. These trips are not pre-scheduled, so the winners choose when they want to go and have a year from their prize claim date to take the trip.

The Play It Again Lucky Leap grand prize drawing was held Feb. 29 and had 233,142 entries, which was the highest number received for any Play It Again second chance drawing to date. The $30,000 winner was Penny Wallingford of Gillette, WY.

The Play It Again Summer Sizzle promotion launched March 1. All non-winning $2 and $3 tickets available for purchase from March 1 – Aug. 24 are eligible for the $30,000 grand prize drawing on Aug. 26. There are also monthly mini-drawings, in which five winners have their choice of $100 in scratch tickets or $100 gift card from a participating retailer.

There were over 200 retailers taking part in the first mini-drawing held on March 24. The next one is scheduled for April 22.

Website Redesign

A work group consisting of staff from the Lottery, BIT and Lawrence and Schiller met March 16 to discuss the redesign. The redesign will occur in three phases and will utilize BIT's Content Management System (CMS), which will make it easier for Lottery staff to update and maintain the website and allows for more flexibility in design and functionality.

Phase 1, the initial build, consists of 25 pages and contains information the Lottery thought would be most important to have available when the new site goes live on Aug. 8. Initial pages include game information, winner information, beneficiary awareness, responsible gambling, Commission information, news, and Players Club access. Lottery staff plans to review website mockups by the end of April.

INSTANT GAME TICKETS AND RELATED SERVICES REQUEST FOR PROPOSAL (RFP)
Sales Director Joe Willingham reported on the following:

Willingham reported that RFP proposals for instant tickets and related services were in and staff will evaluate technical portions of proposals by April 19, pricing by May 10, and make a recommendation to the Commission at the next meeting. The contract starts in August and is for three years with three years of optional extensions.

SALES REPORT
Sales Director Joe Willingham reported on the following:

THE INSTANT GAMES were up 1.14%, at $19.4 million versus $19.2 million, with the five dollar *Secret Symbol Cashword* ticket out now and the *Here Bingo* ticket coming out on May 1.

LOTTO GAMES were down 17.4%, at $23.6 million versus $20.1 million the previous year.

Willingham gave a recap of the Powerball run that ended on Jan. 13 with a final jackpot of $1.6 billion. Sales for the Jan. 13 draw were $3.45 million and sales for that day were $1.79 million. Sales for the entire run, which began Nov. 5 and took 20 draws and 11 weeks, were $5.85 million. Revenue was $1.46 million for the run that broke South Dakota Powerball records in sales for the final draw, sales for the day (Jan. 13), and sales for the run.

GAME BY GAME as of March 31, 2016
- Powerball was up 46.4%, with $16.1 million versus $10.9 million the previous year.
- Mega Millions was down 16.3%, with $2.52 million versus $3.01 million the previous year.
- Hot Lotto was down 18.3%, with $1.38 million versus $1.69 million the previous year.
- Dakota Cash was down 38%, with $1.03 million versus $1.41million the previous year.
- Wild Card was down 2.3%, with $1.27 million versus $1.30 million the previous year after the final draw.

WILD CARD – FINAL TALLY
Wild Card started as Tri-West 1995 in South Dakota, Idaho, and Montana. Nebraska was added and the name changed to Wild Card. Nebraska left and North Dakota joined. There were 101 jackpots won, with totals ranging from $100,000 to $2.8 million. South Dakota had 4 Tri-West jackpot wins, ranging from $275,000 to $727,000, and 22 Wild Card jackpot wins ranging from $130,000 to $1.38 million. South Dakota sold $30.56 million worth of total tickets over the game's more than 20 year run in the state.

REVENUE PROJECTIONS
- Instant - $5.47 million
- Lotto - $8.42 million
- Video - $103.08 million
- Total - $117.33 million

NEXT MEETING DATE

Lingle discussed the next meeting date, stating that a Commissioner had a conflict with the June 9, 2016 date. For the next meeting, the Lottery would like to have a regular commission meeting in the morning of that date, and then reconvene in the afternoon of that same day and the next morning for a strategic planning meeting. Lingle asked Commissioners to look at the last week of May and the first few weeks in June to come up with a date for the next meeting.

ADJOURNMENT

Commissioner Estes moved to adjourn the meeting. Commissioner Putnam seconded. Motion carried. Chairman Turbiville adjourned the meeting at 12:40 p.m.